

DSLsofMath: Typing Mathematics

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What is “DSLs of Math”?

“Domain Specific Languages of Mathematics”

<https://github.com/DSLsofMath/>

- A BSc-level course (2016-01 Celo, 2017 onwards: PaJa, DaSc)
- A pedagogical project to develop the course (DaHe, SoEi)
- A BSc thesis project “DSLsofMath for other courses”

Aim: “. . . improve the mathematical education of computer scientists and the computer science education of mathematicians.”

Focus on types & specifications, syntax & semantics

DSL examples: Power series, Differential equations, Linear Algebra

- Knowledge and understanding
 - design and implement a DSL for a new domain
 - organize areas of mathematics in DSL terms
 - explain main concepts of analysis, algebra, and lin. alg.
- Skills and abilities
 - develop adequate notation for mathematical concepts
 - perform calculational proofs
 - use power series for solving differential equations
 - use Laplace transforms for solving differential equations
- Judgement and approach
 - discuss and compare different software implementations of mathematical concepts

[<https://github.com/DSLsofMath/DSLsofMath/blob/master/Course2018.md>]

Case 1: limits [Adams and Essex, 2010]

We say that $f(x)$ **approaches the limit** L as x **approaches** a , and we write

$$\lim_{x \rightarrow a} f(x) = L,$$

if the following condition is satisfied:

for every number $\epsilon > 0$ there exists a number $\delta > 0$, possibly depending on ϵ , such that if $0 < |x - a| < \delta$, then x belongs to the domain of f and

$$|f(x) - L| < \epsilon.$$

Four parts: name x , point a , expr. $f(x)$, limit L .

Name + expr. combines to just f : thus three parts: a , f , and L .

$$\lim a f L = \forall \epsilon > 0. \exists \delta > 0. P \epsilon \delta$$

$$\text{where } P \epsilon \delta = (0 < |x - a| < \delta) \Rightarrow (x \in \mathcal{D}f \wedge |f x - L| < \epsilon)$$

Where did x come from?

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$$\lim a f L = \forall \epsilon > 0. \exists \delta > 0. \forall x. P \epsilon \delta x$$

$$\text{where } P \epsilon \delta x = (0 < |x - a| < \delta) \Rightarrow (x \in \mathcal{D}f \wedge |f x - L| < \epsilon)$$

Case 2: derivative

[We now assume limits exist and use *lim* as a function from a and f to L .]

The **derivative** of a function f is another function f' defined by

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

at all points x for which the limit exists (i.e., is a finite real number). If $f'(x)$ exists, we say that f is **differentiable** at x .

We can write

$$D f x = \lim 0 g \quad \text{where} \quad g h = \frac{f(x+h) - f x}{h}$$

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$$D f x = \lim 0 (\varphi x) \quad \text{where} \quad \varphi x h = \frac{f(x+h) - f x}{h}$$

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$$D f = \lim 0 \circ \psi f \quad \text{where} \quad \psi f x h = \frac{f(x+h) - f x}{h}$$

Examples:

$$D : (\mathbb{R} \rightarrow \mathbb{R}) \rightarrow (\mathbb{R} \rightarrow \mathbb{R})$$

$$sq\ x = x^2$$

$$double\ x = 2 * x$$

$$c_2\ x = 2$$

$$sq' = D\ sq = D\ (\lambda x \rightarrow x^2) = D\ (^2) = (2*) = double$$

$$sq'' = D\ sq' = D\ double = c_2 = const\ 2$$

Note: we cannot *implement* D in Haskell.

Given only $f : \mathbb{R} \rightarrow \mathbb{R}$ as a “black box” we cannot compute the actual derivative $f' : \mathbb{R} \rightarrow \mathbb{R}$.

We need the “source code” of f to apply rules from calculus.

Case 3: Lagrangian

From [Sussman and Wisdom, 2013]:

A mechanical system is described by a Lagrangian function of the system state (time, coordinates, and velocities). A motion of the system is described by a path that gives the coordinates for each moment of time. A path is allowed if and only if it satisfies the Lagrange equations. Traditionally, the Lagrange equations are written

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

What could this expression possibly mean?

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- The use of notation for “partial derivative”, $\partial L/\partial q$, suggests that L is a function of at least a pair of arguments:

$$L : \mathbb{R}^i \rightarrow \mathbb{R}, i \geq 2$$

This is consistent with the description: “Lagrangian function of the system state (time, coordinates, and velocities)”. So, if we let “coordinates” be just one coordinate, we can take $i = 3$:

$$L : \mathbb{R}^3 \rightarrow \mathbb{R}$$

The “system state” here is a triple, of type $S = (T, Q, V)$, and we can call the the three components $t : T$ for time, $q : Q$ for coordinate, and $v : V$ for velocity. ($T = Q = V = \mathbb{R}$.)

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- Looking again at $\partial L / \partial q$, q is the name of a variable, one of the 3 args to L . In the context, which we do not have, we would expect to find somewhere the definition of the Lagrangian as

$$\begin{aligned} L &: (T, Q, V) \rightarrow \mathbb{R} \\ L(t, q, v) &= \dots \end{aligned}$$

- therefore, $\partial L / \partial q$ should also be a function of the same triple:

$$(\partial L / \partial q) : (T, Q, V) \rightarrow \mathbb{R}$$

It follows that the equation expresses a relation between *functions*, therefore the 0 on the right-hand side is *not* the real number 0, but rather the constant function *const 0*:

$$\begin{aligned} \text{const } 0 &: (T, Q, V) \rightarrow \mathbb{R} \\ \text{const } 0(t, q, v) &= 0 \end{aligned}$$

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- We now have a problem: d / dt can only be applied to functions of *one* real argument t , and the result is a function of one real argument:

$$(d / dt) (\partial L / \partial \dot{q}) : T \rightarrow \mathbb{R}$$

Since we subtract from this the function $\partial L / \partial q$, it follows that this, too, must be of type $T \rightarrow \mathbb{R}$. But we already typed it as $(T, Q, V) \rightarrow \mathbb{R}$, contradiction!

- The expression $\partial L / \partial \dot{q}$ appears to also be malformed. We would expect a variable name where we find \dot{q} , but \dot{q} is the same as dq/dt , a function.

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- The only immediate candidate for an application of d/dt is “a path that gives the coordinates for each moment of time”. Thus, the path is a function of time, let us say

$$w : T \rightarrow Q \quad \text{-- with } T \text{ for time and } Q \text{ for coords } (q : Q)$$

We can now guess that the use of the plural form “equations” might have something to do with the use of “coordinates”. In an n -dim. space, a position is given by n coordinates. A path would then be

$$w : T \rightarrow Q \quad \text{-- with } Q = \mathbb{R}^n$$

which is equivalent to n functions of type $T \rightarrow \mathbb{R}$, each computing one coordinate as a function of time. We would then have an equation for each of them. We will use $n = 1$ for the rest of this example.

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- Now that we have a path, the coordinates at any time are given by the path. And as the time derivative of a coordinate is a velocity, we can actually compute the trajectory of the full system state (T, Q, V) starting from just the path.

$$q : T \rightarrow Q$$

$$q \ t = w \ t \quad \text{-- or, equivalently, } q = w$$

$$\dot{q} : T \rightarrow V$$

$$\dot{q} \ t = dw / dt \quad \text{-- or, equivalently, } \dot{q} = D \ w$$

We combine these in the “combinator” *expand*, given by

$$\text{expand} : (T \rightarrow Q) \rightarrow (T \rightarrow (T, Q, V))$$

$$\text{expand} \ w \ t = (t, w \ t, D \ w \ t)$$

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = 0$$

- With *expand* in our toolbox we can fix the typing problem.

$$(\partial L / \partial q) \circ (\text{expand } w) : T \rightarrow \mathbb{R}$$

- We now move to using D for d / dt , D_2 for $\partial / \partial q$, and D_3 for $\partial / \partial \dot{q}$. In combination with *expand* w we find these type correct combinations for the two terms in the equation:

$$D ((D_2 L) \circ (\text{expand } w)) : T \rightarrow \mathbb{R}$$

$$(D_3 L) \circ (\text{expand } w) : T \rightarrow \mathbb{R}$$

The equation becomes

$$D ((D_3 L) \circ (\text{expand } w)) - (D_2 L) \circ (\text{expand } w) = \text{const } 0$$

or, after simplification:

$$D (D_3 L \circ \text{expand } w) = D_2 L \circ \text{expand } w$$

Case 3: Lagrangian, summary

“A path is allowed if and only if it satisfies the Lagrange equations” means that this equation is a predicate on paths:

$$\text{Lagrange}(L, w) = D(D_3 L \circ \text{expand } w) == D_2 L \circ \text{expand } w$$

Thus: If we can describe a mechanical system in terms of “a Lagrangian” ($L : S \rightarrow \mathbb{R}$), then we can use the predicate to check if a particular candidate path $w : T \rightarrow \mathbb{R}$ qualifies as a “motion of the system” or not. The unknown of the equation is the path w , and the equation is an example of a partial differential equation (a PDE).

- Mathematical concepts like *lim*, *D*, *Lagrangian* can be explored and explained using typed functional programming.
- Sometimes new insights arise: Stream calculus, for example.
- Aim: "... improve the mathematical education of computer scientists and the computer science education of mathematicians."
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- DSL examples: Power series, Differential equations, Linear Algebra

R. A. Adams and C. Essex. *Calculus: a complete course*. Pearson Canada, 7th edition, 2010.

G. J. Sussman and J. Wisdom. *Functional Differential Geometry*. MIT Press, 2013.

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